## TABLE OF CONTENTS

1. IN	TRO	DUCTION	1
1	.1. Mo	OTIVATIONS	2
		1.1. Spoken Language Interface	
	1.1	1.2. Speech-to-speech Translation	
	1.1	1.3. Knowledge Partners	
1	.2. SPC	OKEN LANGUAGE SYSTEM ARCHITECTURE	
	1.2	2.1. Automatic Speech Recognition	4
	1.2	2.2. Text-to-Speech Conversion	6
	1.2	2.3. Spoken Language Understanding	7
1	.3. Boo	OOK ORGANIZATION	9
	1.3	3.1. Part I: Fundamental Theory	9
	1.3	3.2. Part II: Speech Processing	9
	1.3	3.3. Part III: Speech Recognition	10
	1.3	3.4. Part IV: Text-to-Speech Systems	10
		3.5. Part V: Spoken Language Systems	
		RGET AUDIENCES	
1	.5. His	STORICAL PERSPECTIVE AND FURTHER READING	11
		N LANGUAGE STRUCTURE	
2	.1. Sou	UND AND HUMAN SPEECH SYSTEMS	
	2.1	1.1. Sound	
		1.2. Speech Production	
		1.3. Speech Perception	
2		ONETICS AND PHONOLOGY	
	2.2	2.1. Phonemes	
		2.2. The Allophone: Sound and Context	
		2.3. Speech Rate and Coarticulation	
2		LLABLES AND WORDS	
		3.1. Syllables	
_		3.2. Words	
2		NTAX AND SEMANTICS	57
		4.1. Syntactic Constituents	
			58
		4.2. Semantic Roles	58 63
		4.3. Lexical Semantics	58 63
_	2.4		58 63 64

3. PR(	)BABII	LITY, STATISTICS AND INFORMATION TH	<b>EORY</b> 73
3.1.	PROBAI	BILITY THEORY	74
	3.1.1.	Conditional Probability And Bayes' Rule	
	3.1.2.	Random Variables	77
	3.1.3.	Mean and Variance	79
	3.1.4.	Covariance and Correlation	
	3.1.5.	Random Vectors and Multivariate Distributions	84
	3.1.6.	Some Useful Distributions	
	3.1.7.	Gaussian Distributions	
3.2.	ESTIMA	ATION THEORY	98
	3.2.1.	Minimum/Least Mean Squared Error Estimation	99
	3.2.2.	Maximum Likelihood Estimation	104
	3.2.3.	Bayesian Estimation and MAP Estimation	108
3.3.	SIGNIFI	CANCE TESTING	114
	3.3.1.	Level of Significance	114
	3.3.2.	Normal Test (Z-Test)	116
	2 2 2	χ <sup>2</sup> Goodness-of-Fit Test	117
	3.3.3.	_ <del></del>	
2.4	3.3.4.	Matched-Pairs Test	
3.4.		MATION THEORY	
	3.4.1.	Entropy	
	3.4.2.	Conditional Entropy	
	3.4.3.	The Source Coding Theorem	
2.5	3.4.4.	Mutual Information and Channel Coding	
3.5.	HISTOR	CICAL PERSPECTIVE AND FURTHER READING	129
4. PAT	TERN	RECOGNITION	133
4.1.	BAYES	DECISION THEORY	134
	4.1.1.	Minimum-Error-Rate Decision Rules	
	4.1.2.	Discriminant Functions	
4.2.	How To	O CONSTRUCT CLASSIFIERS	
	4.2.1.	Gaussian Classifiers	142
	4.2.2.	The Curse of Dimensionality	
	4.2.3.	Estimating the Error Rate	
	4.2.4.	Comparing Classifiers	
4.3.	DISCRI	MINATIVE TRAINING	
	4.3.1.	Maximum Mutual Information Estimation	
	4.3.2.	Minimum-Error-Rate Estimation	
	4.3.3.	Neural Networks	
4.4.	Unsupi	ERVISED ESTIMATION METHODS	
	4.4.1.	Vector Quantization	
	4.4.2.	The EM Algorithm	
	443	Multivariate Gaussian Mixture Density Estimation	

	4.5.	CLASSIF	FICATION AND REGRESSION TREES	176
		4.5.1.	Choice of Question Set	177
		4.5.2.	Splitting Criteria	179
		4.5.3.	Growing the Tree	
		4.5.4.	Missing Values and Conflict Resolution	182
		4.5.5.	Complex Questions	183
		4.5.6.	The Right-Sized Tree	
	4.6.	HISTOR	ICAL PERSPECTIVE AND FURTHER READING	
P.	ART	II SP	PEECH PROCESSING	
5.	DIG	ITAL S	SIGNAL PROCESSING	201
	5.1.	DIGITAL	L SIGNALS AND SYSTEMS	202
		5.1.1.	Sinusoidal Signals	
		5.1.2.	Other Digital Signals	
		5.1.3.	Digital Systems	
	5.2.		UOUS-FREQUENCY TRANSFORMS	
	0.2.	5.2.1.	The Fourier Transform	
		5.2.2.	Z-Transform	
		5.2.3.	Z-Transforms of Elementary Functions	
		5.2.4.	Properties of the Z and Fourier Transform	
	5.3.		TE-FREQUENCY TRANSFORMS	
	0.0.	5.3.1.	The Discrete Fourier Transform (DFT)	
		5.3.2.	Fourier Transforms of Periodic Signals	
		5.3.3.	The Fast Fourier Transform (FFT)	
		5.3.4.	Circular Convolution	
		5.3.5.	The Discrete Cosine Transform (DCT)	
	5 4		L FILTERS AND WINDOWS	
	J. 11	5.4.1.	The Ideal Low-Pass Filter	
		5.4.2.	Window Functions	-
		5.4.3.	FIR Filters	
		5.4.4.	IIR Filters	
	5.5		L PROCESSING OF ANALOG SIGNALS	
	5.5.	5.5.1.	Fourier Transform of Analog Signals	
		<i>5.5.2</i> .	The Sampling Theorem	
		5.5.3.	Analog-to-Digital Conversion	
		5.5.4.	Digital-to-Analog Conversion	
	5.6		RATE SIGNAL PROCESSING	
	5.0.	5.6.1.	Decimation	
		5.6.2.	Interpolation	
		5.6.3.	Resampling	
	5.7		BANKS	
	5.1.	5.7.1.	Two-Band Conjugate Ouadrature Filters	

		5.7.2.	Multiresolution Filterbanks	253
		5.7.3.	The FFT as a Filterbank	
		5.7.4.	Modulated Lapped Transforms	
	5.8.		ASTIC PROCESSES	
		5.8.1.	Statistics of Stochastic Processes	
		5.8.2.	Stationary Processes	
		<i>5.8.3</i> .	LTI Systems with Stochastic Inputs	
		5.8.4.	Power Spectral Density	267
		5.8.5.	Noise	
	5.9.	HISTOR	ICAL PERSPECTIVE AND FURTHER READING	
6.	SPE	ECH S	IGNAL REPRESENTATIONS	273
			TIME FOURIER ANALYSIS	
	0.1.	6.1.1.	Spectrograms	
		6.1.1.	Pitch-Synchronous Analysis	
	6.2.		TICAL MODEL OF SPEECH PRODUCTION	
	0.2.	6.2.1.	Glottal Excitation	
		6.2.2.	Lossless Tube Concatenation	
		6.2.3.	Source-Filter Models of Speech Production	
	63		PREDICTIVE CODING	
	0.5.	6.3.1.	The Orthogonality Principle	
		6.3.2.	Solution of the LPC Equations	
		6.3.3.	Spectral Analysis via LPC	
		6.3.4.	The Prediction Error	
		6.3.5.	Equivalent Representations	
	6.4		AAL PROCESSING	
	0.4.	6.4.1.	The Real and Complex Cepstrum	
		6.4.2.	Cepstrum of Pole-Zero Filters	
		6.4.3.	Cepstrum of Periodic Signals	
		6.4.4.	Cepstrum of Speech Signals	
		6.4.5.	Source-Filter Separation via the Cepstrum	
	6.5		PTUALLY-MOTIVATED REPRESENTATIONS	
	0.5.	6.5.1.	The Bilinear Transform	
		6.5.2.	Mel-Frequency Cepstrum	
		6.5.3.	Perceptual Linear Prediction (PLP)	
	6.6		NT FREQUENCIES	
	0.0.	6.6.1.	Statistical Formant Tracking	
	6.7.		DLE OF PITCH	
	0.,,	6.7.1.	Autocorrelation Method	
		6.7.2.	Normalized Cross-Correlation Method	
		6.7.3.	Signal Conditioning	
		6.7.4.	Pitch Tracking	
	6.8.	HISTOR	ICAL PERSPECTIVE AND FUTURE READING	

TABLE OF CONTENTS v

<b>7. SPE</b>	ECH CODING	335
7.1.	SPEECH CODERS ATTRIBUTES	336
7.2.		
	7.2.1. Linear Pulse Code Modulation (PCM)	
	7.2.2. μ-law and A-law PCM	
	7.2.3. Adaptive PCM	
	7.2.4. Differential Quantization	
7.3.	SCALAR FREQUENCY DOMAIN CODERS	
	7.3.1. Benefits of Masking	346
	7.3.2. Transform Coders	
	7.3.3. Consumer Audio	349
	7.3.4. Digital Audio Broadcasting (DAB)	349
7.4.	CODE EXCITED LINEAR PREDICTION (CELP)	
	7.4.1. LPC Vocoder	350
	7.4.2. Analysis by Synthesis	351
	7.4.3. Pitch Prediction: Adaptive Codebook	
	7.4.4. Perceptual Weighting and Postfiltering	355
	7.4.5. Parameter Quantization	
	7.4.6. CELP Standards	
7.5.	LOW-BIT RATE SPEECH CODERS	359
	7.5.1. Mixed-Excitation LPC Vocoder	360
	7.5.2. Harmonic Coding	360
	7.5.3. Waveform Interpolation	
7.6.	HISTORICAL PERSPECTIVE AND FURTHER READING	
	III: SPEECH RECOGNITION	
8. HID	DEN MARKOV MODELS	375
8.1.	THE MARKOV CHAIN	376
8.2.	DEFINITION OF THE HIDDEN MARKOV MODEL	378
	8.2.1. Dynamic Programming and DTW	381
	8.2.2. How to Evaluate an HMM – The Forward Algorithm	383
	8.2.3. How to Decode an HMM - The Viterbi Algorithm	
	8.2.4. How to Estimate HMM Parameters – Baum-Welch Algori	thm387
8.3.	CONTINUOUS AND SEMI-CONTINUOUS HMMS	392
	8.3.1. Continuous Mixture Density HMMs	392
	8.3.2. Semi-continuous HMMs	
8.4.	PRACTICAL ISSUES IN USING HMMS	396
	8.4.1. Initial Estimates	396
	8.4.2. Model Topology	397
	8.4.3. Training Criteria	
	8.4.4. Deleted Interpolation	399

		8.4.5.	Parameter Smoothing	401
		8.4.6.	Probability Representations	
	8.5.	HMM I	LIMITATIONS	403
		8.5.1.	Duration Modeling	404
		8.5.2.	First-Order Assumption	406
		8.5.3.	Conditional Independence Assumption	407
	8.6.	HISTOR	ICAL PERSPECTIVE AND FURTHER READING	407
9.	ACO	USTIC	C MODELING	413
	9.1.	VARIAB	SILITY IN THE SPEECH SIGNAL	414
		9.1.1.	Context Variability	415
		9.1.2.	Style Variability	
		9.1.3.	Speaker Variability	
		9.1.4.	Environment Variability	417
	9.2.	How To	MEASURE SPEECH RECOGNITION ERRORS	417
	9.3.	SIGNAL	PROCESSING—EXTRACTING FEATURES	419
		9.3.1.	Signal Acquisition	420
		9.3.2.	End-Point Detection	
		9.3.3.	MFCC and Its Dynamic Features	423
		9.3.4.	Feature Transformation	424
	9.4.	PHONET	TIC MODELING—SELECTING APPROPRIATE UNITS	
		9.4.1.	Comparison of Different Units	427
		9.4.2.	Context Dependency	
		9.4.3.	Clustered Acoustic-Phonetic Units	430
		9.4.4.	Lexical Baseforms	
	9.5.	Acous	TIC MODELING—SCORING ACOUSTIC FEATURES	437
		9.5.1.	Choice of HMM Output Distributions	437
		9.5.2.	Isolated vs. Continuous Speech Training	439
	9.6.	ADAPTI	VE TECHNIQUES—MINIMIZING MISMATCHES	442
		9.6.1.	Maximum a Posteriori (MAP)	443
		9.6.2.	Maximum Likelihood Linear Regression (MLLR)	446
		9.6.3.	MLLR and MAP Comparison	448
		9.6.4.	Clustered Models	450
	9.7.	CONFID	ENCE MEASURES: MEASURING THE RELIABILITY	451
		9.7.1.	Filler Models	451
		9.7.2.	Transformation Models	452
		9.7.3.	Combination Models	454
	9.8.	OTHER '	TECHNIQUES	455
		9.8.1.	Neural Networks	455
		9.8.2.	Segment Models	
	9.9.	CASE S	TUDY: WHISPER	462
	9.10	. HISTOR	RICAL PERSPECTIVE AND FURTHER READING	463

10. E	NVIRON	MENTAL ROBUSTNESS	473
10	0.1. THE AC	COUSTICAL ENVIRONMENT	474
	10.1.1.		
	10.1.2.	Reverberation	476
	10.1.3.	A Model of the Environment	
10		TICAL TRANSDUCERS	
	10.2.1.		
	10.2.2.	<u> •</u>	
	10.2.3.	Other Transduction Categories	
10		IVE ECHO CANCELLATION (AEC)	
	10.3.1.		
	10.3.2.		
	10.3.3.		
	10.3.4.		
	10.3.5.	The RLS Algorithm	498
10	0.4. MULTIN	MICROPHONE SPEECH ENHANCEMENT	
	10.4.1.	Microphone Arrays	500
	10.4.2.		
10	0.5. ENVIRO	ONMENT COMPENSATION PREPROCESSING	
	10.5.1.	Spectral Subtraction	510
	10.5.2.	Frequency-Domain MMSE from Stereo Data	514
	10.5.3.	Wiener Filtering	516
	10.5.4.	Cepstral Mean Normalization (CMN)	517
	10.5.5.	Real-Time Cepstral Normalization	520
	10.5.6.	The Use of Gaussian Mixture Models	520
10	0.6. Enviro	ONMENTAL MODEL ADAPTATION	522
	10.6.1.	Retraining on Corrupted Speech	523
	10.6.2.		524
	10.6.3.	Parallel Model Combination	526
	10.6.4.	Vector Taylor Series	528
	10.6.5.	7 · · · · · · · · · · · · · · · · · · ·	
10	0.7. Model	ING NONSTATIONARY NOISE	533
10	0.8. Histor	CICAL PERSPECTIVE AND FURTHER READING	534
11. L	ANGUA	GE MODELING	539
11	1.1. Forma	L LANGUAGE THEORY	540
		Chomsky Hierarchy	
	11.1.2.		
11		ASTIC LANGUAGE MODELS	
		Probabilistic Context-Free Grammars	
		N-gram Language Models	
11		EXITY MEASURE OF LANGUAGE MODELS	
		M SMOOTHING	

	11.	4.1. Deleted Interpolation Smoothing	558
		4.2. Backoff Smoothing	
	11.	4.3. Class n-grams	
	11.	4.4. Performance of n-gram Smoothing	567
	11.5. AD	APTIVE LANGUAGE MODELS	
	11.	5.1. Cache Language Models	568
		5.2. Topic-Adaptive Models	
	11.	5.3. Maximum Entropy Models	
	11.6. PR	ACTICAL ISSUES	572
		6.1. Vocabulary Selection	
	11.	6.2. N-gram Pruning	574
	11.	6.3. CFG vs n-gram Models	575
	11.7. His	TORICAL PERSPECTIVE AND FURTHER READING	
12	. BASIC	SEARCH ALGORITHMS	585
	12.1. BA	SIC SEARCH ALGORITHMS	586
		1.1. General Graph Searching Procedures	
	12.	1.2. Blind Graph Search Algorithms	
	12.	1.3. Heuristic Graph Search	
	12.2. SEA	ARCH ALGORITHMS FOR SPEECH RECOGNITION	
		2.1. Decoder Basics	
		2.2. Combining Acoustic And Language Models	
	12.	2.3. Isolated Word Recognition	
	12.	2.4. Continuous Speech Recognition	604
	12.3. LA	NGUAGE MODEL STATES	606
		3.1. Search Space with FSM and CFG	
	12.	3.2. Search Space with the Unigram	
	12.	3.3. Search Space with Bigrams	
	12.	3.4. Search Space with Trigrams	
	12.	3.5. How to Handle Silences Between Words	613
	12.4. TIN	ME-SYNCHRONOUS VITERBI BEAM SEARCH	615
	12.	4.1. The Use of Beam	617
	12.	4.2. Viterbi Beam Search	618
	12.5. STA	ACK DECODING (A* SEARCH)	619
	12.	5.1. Admissible Heuristics for Remaining Path	622
	12.	5.2. When to Extend New Words	624
	12.	5.3. Fast Match	627
	12.	5.4. Stack Pruning	
		5.5. Multistack Search	
	12.6. His	TORICAL PERSPECTIVE AND FURTHER READING	633
13	. LARGI	E VOCABULARY SEARCH ALGORITHMS	637
	13.1. Efi	FICIENT MANIPULATION OF TREE LEXICON	638

	13.1.1.	Lexical Tree	638
	13.1.2.	Multiple Copies of Pronunciation Trees	
	13.1.3.	Factored Language Probabilities	642
	13.1.4.	Optimization of Lexical Trees	
	13.1.5.	Exploiting Subtree Polymorphism	
	13.1.6.	Context-Dependent Units and Inter-Word Triphones	
13.2	OTHER 1	EFFICIENT SEARCH TECHNIQUES	
	13.2.1.	Using Entire HMM as a State in Search	
	13.2.2.	Different Layers of Beams	
	13.2.3.	Fast Match	
13.3	N-BEST	AND MULTIPASS SEARCH STRATEGIES	655
	13.3.1.	N-Best Lists and Word Lattices	655
	13.3.2.	The Exact N-best Algorithm	
	13.3.3.	Word-Dependent N-Best and Word-Lattice Algorithm	659
	13.3.4.	The Forward-Backward Search Algorithm	662
	13.3.5.		
13.4	. SEARCH	I-ALGORITHM EVALUATION	666
13.5	. CASE ST	TUDY—MICROSOFT WHISPER	667
	13.5.1.	The CFG Search Architecture	668
	13.5.2.	The N-Gram Search Architecture	669
13.6	. Histori	ICAL PERSPECTIVES AND FURTHER READING	673
		EXT-TO-SPEECH SYSTEMS  D PHONETIC ANALYSIS	679
		ES AND DATA FLOW	
14.1		Modules	
	14.1.2.	Data Flows	
14.2		N	
		ENT STRUCTURE DETECTION	
17.5	14.3.1.	Chapter and Section Headers	
	14.3.1.	Lists	
	14.3.3.	Paragraphs	
	14.3.4.	Sentences	
	14.3.5.	E-mail	
	14.3.6.	Web Pages	
	14.3.7.	Dialog Turns and Speech Acts	
14.4		ORMALIZATION	
	14.4.1.		
	14.4.2.	Number Formats	
	14.4.3.	Domain-Specific Tags	
	14.4.4.	Miscellaneous Formats	

	14.5.	Linguis	TIC ANALYSIS	.709
	14.6.	Homog	RAPH DISAMBIGUATION	.712
	14.7.	Morpho	OLOGICAL ANALYSIS	.714
	14.8.	LETTER-	-TO-SOUND CONVERSION	.716
	14.9.	EVALUA	ATION	.719
	14.10	. CASE	Study: Festival	.721
		14.10.1.	Lexicon	.721
		14.10.2.	Text Analysis	.722
			Phonetic Analysis	
	14.11	. Histo	RICAL PERSPECTIVE AND FURTHER READING	.724
	DDO	CODE	,	
15.			,	
			LE OF UNDERSTANDING	
			Y GENERATION SCHEMATIC	
	15.3.	SPEAKIN	NG STYLE	.732
		15.3.1.	Character	.732
			Emotion	
	15.4.		LIC PROSODY	
			Pauses	
			Prosodic Phrases	
		<i>15.4.3</i> .		
		15.4.4.		
		<i>15.4.5</i> .		
			Prosodic Transcription Systems	
	15.5.		ON ASSIGNMENT	
			Rule-Based Methods	
			CART-Based Durations	
	15.6.		ENERATION	
			Attributes of Pitch Contours	
			Baseline F0 Contour Generation	
			Parametric F0 Generation	
		15.6.4.	- I	
			Y MARKUP LANGUAGES	
			Y EVALUATION	
	15.9.	HISTORI	CAL PERSPECTIVE AND FURTHER READING	.772
16.	SPE	ECH S	YNTHESIS	.777
	16.1.	ATTRIBU	UTES OF SPEECH SYNTHESIS	.778
			NT SPEECH SYNTHESIS	
			Waveform Generation from Formant Values	
			Formant Generation by Rule	
			Data-Driven Formant Generation	
			Articulatory Synthesis	

16.3.	CONCATENATIVE SPEECE	H SYNTHESIS	787
		:	
		String: The Decoding Process	
		Design	
16.4.	PROSODIC MODIFICATIO	ON OF SPEECH	801
		Overlap and Add (SOLA)	
		nous Overlap and Add (PSOLA)	
		vior of PSOLA	
		ch Calculation	
		odification Epoch Calculation	
		odification Epoch Calculation	
		me-Scale Epoch Calculation	
		oping	
		on	
	-	PSOLA	
16.5.	SOURCE-FILTER MODEL	S FOR PROSODY MODIFICATION	814
		fication of the LPC Residual	
		on Models	
16.6.		YSTEMS	
		ests	
		y Tests	
		sts	
		sts	
		rts	
16.7.		VE AND FUTURE READING	
		NGUAGE SYSTEMS	835
		ANGUAGES	
1/.1.		ANGUAGES	
		e Prosody	
17.2		e i rosoay	
17.2.			
		g	
		h) Acts	
17.2		<i>l</i>	
17.5.			
		nes	
17 4		raphs	
17.4.		TION	
	17.4.1. Kobust Parsing	g	856

		17.4.2.	Statistical Pattern Matching	860
	17.5.	DISCOU	RSE ANALYSIS	862
		17.5.1.	Resolution of Relative Expression	863
		17.5.2.	Automatic Inference and Inconsistency Detection	866
	17.6.	DIALOG	MANAGEMENT	867
		17.6.1.	Dialog Grammars	868
		17.6.2.	Plan-Based Systems	
			Dialog Behavior	
	17.7.	RESPON	ISE GENERATION AND RENDITION	876
		17.7.1.	Response Content Generation	876
		17.7.2.	Concept-to-Speech Rendition	880
		17.7.3.	Other Renditions	
	17.8.	EVALUA	ATION	882
		17.8.1.	Evaluation in the ATIS Task	882
		17.8.2.		
	17.9.	CASE S	TUDY—DR. WHO	
		17.9.1.	Semantic Representation	887
		17.9.2.	Semantic Parser (Sentence Interpretation)	
		17.9.3.	Discourse Analysis	
		17.9.4.		
	17.10	. Histo	ORICAL PERSPECTIVE AND FURTHER READING	
10	A DD	TAL	DIONIC AND LICED INCEDEA CEC	
18	APP	LICA	ΓΙΟΝS AND USER INTERFACES	899
18.				
18.	18.1.	APPLICA	ATION ARCHITECTURE	900
18.	18.1.	APPLICA	ATION ARCHITECTUREL APPLICATIONS	900 901
18	18.1.	APPLICATION APPLIC	ATION ARCHITECTUREL APPLICATIONS	900 901 901
18	18.1.	APPLICA TYPICA	ATION ARCHITECTUREL APPLICATIONS	900 901 901
18.	18.1.	APPLICATION APPLIC	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation	900 901 901 904
18.	18.1.	APPLICATION APPLIC	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility	900 901 904 906
18.	18.1.	APPLICA TYPICA 18.2.1. 18.2.2. 18.2.3. 18.2.4.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices	900 901 901 904 906 909
18.	18.1.	APPLICATIVE APPLICATION APPLIC	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications	900 901 904 906 909 909
18.	18.1. 18.2.	APPLICATIVE APPLICATION APPLIC	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition	900 901 904 906 909 909
18.	18.1. 18.2.	APPLICATIVE APPLICATION APPLIC	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition	900 901 904 906 909 910 910
18.	18.1. 18.2.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles	900 901 904 906 909 910 911
18.	18.1. 18.2.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors	900 901 904 906 909 910 911 911
18.	18.1. 18.2.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors  Other Considerations	900 901 904 906 909 910 911 911 916
18,	18.1. 18.2.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2. 18.3.3.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors	900 901 904 906 909 910 911 911 916 920
18,	18.1. 18.2. 18.3.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2. 18.3.3. 18.3.4. INTERN.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors  Other Considerations  Dialog Flow  ATIONALIZATION	900 901 904 906 909 910 911 911 916 920 923
18.	18.1. 18.2. 18.3.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2. 18.3.3. 18.3.4. INTERN.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors  Other Considerations  Dialog Flow	900 901 904 906 909 910 911 911 916 920 923
18.	18.1. 18.2. 18.3.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2. 18.3.3. 18.3.4. INTERN. CASE ST	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors  Other Considerations  Dialog Flow  ATIONALIZATION  TUDY—MIPAD	900901904906909910911911916920923924925
18.	18.1. 18.2. 18.3.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2. 18.3.3. 18.3.4. INTERN. CASE S 18.5.1.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors  Other Considerations  Dialog Flow  ATIONALIZATION  TUDY—MIPAD  Specifying the Application	900901904906909910911911916920923924925927
18.	18.1. 18.2. 18.3.	APPLICATYPICAL 18.2.1. 18.2.2. 18.2.3. 18.2.4. 18.2.5. 18.2.6. 18.2.7. SPEECH 18.3.1. 18.3.2. 18.3.3. 18.3.4. INTERN. CASE S' 18.5.1. 18.5.2.	ATION ARCHITECTURE  L APPLICATIONS  Computer Command and Control  Telephony Applications  Dictation  Accessibility  Handheld Devices  Automobile Applications  Speaker Recognition  INTERFACE DESIGN  General Principles  Handling Errors  Other Considerations  Dialog Flow  ATIONALIZATION  TUDY—MIPAD  Specifying the Application  Rapid Prototyping	900901904906909910911911916923924925928

TABLE OF CONTENTS	xiii
18.6. HISTORICAL PERSPECTIVE AND FURTHER READING	.931